

EAST Search History

Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
L1	479	715/512	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/01/18 06:50
L2	198	1 & (((add\$3 annotat\$3) near3 link\$1 URL))	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/01/18 07:39
L3	197	1 & (((add\$3 annotat\$3) near2 link\$1 URL))	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/01/18 06:51
L4	0	3 & (multimedia same link\$3 same ((paper physical printted) adj (document\$1 media medium object\$1)))	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/01/18 06:53
L5	1	3 & (multimedia same link\$3 same (paper physical printted))	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/01/18 06:57
L6	32	("5337362" "5444779" "5495581" " 5640193" "5804803" "5838313" "58 38458" "5880740" "5893126" "5905 248" "6076734" "6208436" "625663 8" "6448979" "6572661" "6674923" .PN.	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/01/18 07:30
L7	4	6 & (multimedia same link\$3 same (paper physical printted))	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/01/18 06:59

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L8	511	L1 or L6	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/01/18 06:58
L9	33	L5 or L6	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/01/18 06:58
L10	5	9 & (multimedia same link\$3 same (paper physical printted))	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/01/18 07:40
L11	2	("66208436" "5880740").PN.	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/01/18 07:32
L12	2	("6208436").PN.	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/01/18 07:35
L13	2	("5337362").PN.	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/01/18 07:38
L14	357	(E-card\$1 (E near2 card\$1)) & (((add\$3 annotat\$3) near3 link\$1 URL))	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/01/18 08:04

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L15	8	14 & (multimedia same link\$3 same (paper physical printted))	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/01/18 08:01
L16	100	715/741	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/01/18 08:01
L17	0	1 & 6	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/01/18 08:01
L18	1	16 & (multimedia same link\$3 same (paper physical printted))	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/01/18 08:03
L19	131050	345/619, "629"	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/01/18 08:03
L20	0	345/619,629	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/01/18 08:03
L21	2	345/619-629	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/01/18 08:03

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L22	1971	345/619	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/01/18 08:03
L23	1802	345/629	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/01/18 08:03
L24	3421	L22 or L23	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/01/18 08:03
L25	5	24 & (multimedia same link\$3 same (paper physical printted))	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/01/18 08:04
L26	571	386/55	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/01/18 08:04
L27	0	26 & (multimedia same link\$3 same (paper physical printted))	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/01/18 08:04
L28	0	26 & (E-card\$1 (E near2 card\$1)) & (((add\$3 annotat\$3) near3 link\$1 URL))	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/01/18 08:04

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L29	4739	358/474	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/01/18 08:04
L30	0	29 & (multimedia same link\$3 same (paper physical printted))	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/01/18 08:04



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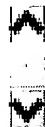
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Relevance scale

1 Exhibits: Origami Desk: integrating technological innovation and human-centric design

Wendy Ju, Leonardo Bonanni, Richard Fletcher, Rebecca Hurwitz, Tilke Judd, Rehmi Post, Matthew Reynolds, Jennifer Yoon

June 2002 **Proceedings of the conference on Designing interactive systems: processes, practices, methods, and techniques DIS '02**

Publisher: ACM Press

Full text available: [pdf\(146.56 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

In this paper, we present a case study of an interaction design exhibit, Origami Desk. This system integrates multi-modal interaction technologies and techniques in new ways to instruct users in folding origami paper into boxes and cranes. Origami Desk uses projected video clips to show users how folds should be made, projected animations to directly map instructions onto the users' paper, electric field sensing to detect touch inputs on the desk surface, and swept-frequency sensors to detect th ...

Keywords: design innovation, electric field sensing, interaction design, interactive projection, luminous interface, radio-frequency, tangible interface

2 Physical interaction: Paper windows: interaction techniques for digital paper

David Holman, Roel Vertegaal, Mark Altosaar, Nikolaus Troje, Derek Johns

April 2005 **Proceedings of the SIGCHI conference on Human factors in computing systems CHI '05**

Publisher: ACM Press

Full text available: [pdf\(425.87 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

In this paper, we present Paper Windows, a prototype windowing environment that simulates the use of digital paper displays. By projecting windows on physical paper, Paper Windows allows the capturing of physical affordances of paper in a digital world. The system uses paper as an input device by tracking its motion and shape with a Vicon Motion Capturing System. We discuss the design of a number of interaction techniques for manipulating information on paper displays.

Keywords: digital paper interfaces, flexible displays, ubiquitous computing

3 Papers: As we may print: new directions in output devices and computational crafts for children

Andrew Eisenberg, A. Eisenberg, S. Hendrix, G. Blauvelt, D. Butter, J. Garcia, R. Lewis, T. Nielsen
 July 2003 **Proceeding of the 2003 conference on Interaction design and children IDC '03**

Publisher: ACM Press

Full text available: [pdf\(2.21 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#)

In recent years, educational technologists and designers have begun to explore a variety of ways in which physical and computational media can be integrated---for instance, through the design of "intelligent toys" for children. This paper describes our ongoing efforts at exploring a different sort of physical-computational integration, focusing on children's design activities, output devices, and the notion of "printing out" more generally. We describe several representative systems under develo ...

Keywords: computational crafts, educational technology, output devices

4 Recreational computer graphics: Recreational computer graphics

Andrew Glassner
 July 2006 **ACM SIGGRAPH 2006 Courses SIGGRAPH '06**

Publisher: ACM Press

Full text available: [pdf\(13.82 MB\)](#) Additional Information: [full citation](#), [abstract](#)

Computer graphics isn't just a bunch of algorithms and programs: it's a gymnasium for the visual imagination, and a tool for investigating the world around us. Graphics can help us understand nature, invent new kinds of patterns and shapes, build up the clarity of our own mind's eye, and experiment with construction tools that would inspire even the most classical sculptors and painters. Going beyond tools and technique, this course invites attendees to think about using computer graphics in new ...

5 Section 01: augmented education: Design of a 3D interactive math learning environment

Jason Elliott, Amy Bruckman
 June 2002 **Proceedings of the conference on Designing interactive systems: processes, practices, methods, and techniques DIS '02**

Publisher: ACM Press

Full text available: [pdf\(1.69 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Can 3D graphics help high-school students learn advanced mathematics? Can we create a sufficiently compelling application such that students would choose to play with advanced math concepts for fun? What usability problems does this technology pose for novice users? AquaMOOSE 3D is a desktop 3D environment designed to help students learn about the behavior of parametric equations. AquaMOOSE is based on an educational philosophy called constructionism, which advocates learning through design and ...

Keywords: 3D, CSCL, constructionism, education applications, math learning, online communities, usability

6 Tangible ideas for children: materials sciences as the future of educational technology

Michael Eisenberg
 June 2004 **Proceeding of the 2004 conference on Interaction design and children: building a community IDC '04**

Publisher: ACM Press

Full text available: [pdf\(490.58 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Traditionally, the notion of "educational technology" has been equated with "educational computing". While computer technology is, and will continue to be, a central focus of educational technology, its importance is likely to be rivaled in the coming generation by developments in materials science. This paper represents an early attempt to discuss the role of novel materials in educational settings, and in children's lives more generally. We discuss a variety of fascinating new materials, all o ...

Keywords: educational technology, materials science

7 **Poster session 2: Enabling multimodal communications for enhancing the ability of learning for the visually impaired**

 Francis Quek, David McNeill, Francisco Oliveira
November 2006 **Proceedings of the 8th international conference on Multimodal interfaces ICMI '06**

Publisher: ACM Press

Full text available: [pdf\(898.73 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Students who are blind are typically one to three years behind their seeing counterparts in mathematics and science. We posit that a key reason for this resides in the inability of such students to access multimodal embodied communicative behavior of mathematics instructors. This impedes the ability of blind students and their teachers to maintain situated communication. In this paper, we set forth the relevant phenomenological analyses to support this claim. We show that mathematical communicat ...

Keywords: awareness, catchment, embodied awareness, embodied deictic activity, embodiment, gestures, growth point, mediating technology, multimodal, multimodal interfaces, situated discourse, spatio-temporal cues

8 **Designing better visual interfaces: Identification and validation of cognitive design principles for automated generation of assembly instructions**

 Julie Heiser, Doantam Phan, Maneesh Agrawala, Barbara Tversky, Pat Hanrahan
May 2004 **Proceedings of the working conference on Advanced visual interfaces AVI '04**

Publisher: ACM Press

Full text available: [pdf\(569.43 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Designing effective instructions for everyday products is challenging. One reason is that designers lack a set of design principles for producing visually comprehensible and accessible instructions. We describe an approach for identifying such design principles through experiments investigating the production, preference, and comprehension of assembly instructions for furniture. We instantiate these principles into an algorithm that automatically generates assembly instructions. Finally, we perf ...

Keywords: assembly instructions, design principles, diagrams, spatial ability, visual instructions

9 **The CHI97 CHIkids program: a partnership between kids, adults and technology**

 Allison Druin
September 1997 **interactions**, Volume 4 Issue 5

Publisher: ACM Press

Full text available: [pdf\(5.51 MB\)](#) Additional Information: [full citation](#), [citations](#), [index terms](#)

10 The ingredients of CHIkids: education, technology, and fun outside the classroom 

 Angela Boltman, Allison Druin
November 1998 **interactions**, Volume 5 Issue 6

Publisher: ACM Press

Full text available:  pdf(360.56 KB) Additional Information: [full citation](#), [references](#), [index terms](#)

11 Characterizing interactive externalizations 

 Lisa Tweedie
March 1997 **Proceedings of the SIGCHI conference on Human factors in computing systems CHI '97**

Publisher: ACM Press

Full text available:  pdf(1.08 MB) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

Keywords: interactive graphics, taxonomy, visualization

12 Design and implementation of a new course: creating databases for web applications 

Jeanine Meyer, Michael Conry

May 2002 **Journal of Computing Sciences in Colleges**, Volume 17 Issue 6

Publisher: Consortium for Computing Sciences in Colleges

Full text available:  pdf(55.81 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

This paper describes a new course offered at our institution in which students are introduced to concepts and tools to build web applications involving databases. The intent of the course is to give students experience with specific server-side programming technologies as well as general planning methods such as entity-relationship, process and storyboard diagramming. The latter is intended to instill appreciation of systems design.

The design and implementation of the course is based on profess ...

13 News track: News track 

 CACM Staff
August 2004 **Communications of the ACM**, Volume 47 Issue 8

Publisher: ACM Press

Full text available:  pdf(54.34 KB)  html(11.01 KB) Additional Information: [full citation](#), [index terms](#)

14 Posters: Noun sense induction using web search results 

 Goldee Udani, Shachi Dave, Anthony Davis, Tim Sibley
August 2005 **Proceedings of the 28th annual international ACM SIGIR conference on Research and development in information retrieval SIGIR '05**

Publisher: ACM Press

Full text available:  pdf(32.19 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

This paper presents an algorithm for unsupervised noun sense induction, based on clustering of Web search results. The algorithm does not utilize labeled training instances or any other external knowledge source. Preliminary results on a small dataset show that this technique provides two advantages over other techniques in the literature: it detects real-world senses not found in dictionaries or other lexical resources, and it does not

require that the number of word senses be specified in adva ...

Keywords: clustering, disambiguation, evaluation, noun sense induction

15 Session 1: Approximate convex decomposition of polygons

 Jyh-Ming Lien, Nancy M. Amato

June 2004 **Proceedings of the twentieth annual symposium on Computational geometry SCG '04**

Publisher: ACM Press

Full text available:  pdf(936.19 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

We propose a strategy to decompose a polygon, containing zero or more holes, into "approximately convex" pieces. For many applications, the approximately convex components of this decomposition provide similar benefits as convex components, while the resulting decomposition is significantly smaller and can be computed more efficiently. Moreover, our *approximate convex decomposition* (ACD) provides a mechanism to focus on key structural features and ignoreless significant artifacts ...

Keywords: convex decomposition, hierarchical representation, polygon decomposition

16 Chapters - reports, SIGGRAPH conference 2006: TEATIME at Boston ACM

 SIGGRAPH 2006

Jen Grey

November 2006 **ACM SIGGRAPH Computer Graphics**, Volume 40 Issue 3

Publisher: ACM Press

Full text available:  htm(39.52 KB) Additional Information: [full citation](#), [abstract](#), [index terms](#)

SIGGRAPH 2006 presented The Teapot as Object and Icon "to showcase the long association of the teapot with the worlds of computer graphics, art, and our host city of Boston." The exhibition features juried and curated work by artists, crafts persons and scientists who create fascinating 2D and 3D teapots using computer graphic technologies or interactive techniques.

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